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JOURNAL

June, 1993

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OOPS! The Power Went OFF!

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Pounding on the 8-Bits

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I was going through the old IDE articles and I happened to notice one statement in the May issue was: "Next month, I expect to have the schematics and code finished". This was May, 1992

Sooooo..... Onward and upward!

There are a few changes in last month's code. The JSR SETREGS is missing from the WRTCMD subroutine. It should be inserted as line 855. Once this is done, the code will execute from the ED/ASM cartridge manually and works just fine. It will read, write, format and send status as it should. In the real world however, the driver must contend with both 128 byte and 256 byte sectors even if you only use double density disks. DOS expects sectors \$1-3 and \$168 - \$170 to be single density and will not allow for extra 128 bytes from a double density disk when it reads them. That's one change we need. The other change has to do with potential hangs, which is what we get when we try to run the drive online. Code such as lines 890 - 910 are designed to wait for the IDE controller to be not busy. If the drive is always busy, you wait forever. That's another change. Let's review where I have been:

From last month's code we need to outline just how to set it up. It is designed to be used in conjunction with the ED/ASM cartridge as a test vehicle to check the logic of the code. The sequence is:

- LOAD the RAMOS code (from the 3/93 Journal) into \$600, delete the RTS in line 650 and run it from BUG. This sets the OS into RAM where we can modify it easily. Be aware that any time you hit RESET, the ROM is re-enabled. In that case, change \$D301 to \$FC and you'll be back in RAM. To go to ROM again, make \$D301 a \$FD.

- ENTER the IDE code into the ED/ASM editor and assemble it.

- Go to BUG and set up the SIO DCB for an operation. This would be something like:

\$31, 02, 52, 40, 00, 40, 07, 00, 80, 00, 69, 01 .

This is a 128 byte read from sector \$169 into RAM at \$4000 - (reads the first directory sector in DOS 2.0). Using device 02 reads from the IDE drive. Using device 01 reads from the floppy D1:.

- You should not use an RTS to end your routine when you are using DEBUG, so find the final RTS in the RETURN subroutine (line 460) and change it to a BRK instruction - \$00.

- Now you can Go to the first instruction in the IDE code (line 250).

Voila! It works just fine. I tried reading from the D1: floppy and writing to the D2: IDE drive - works! Next step is to restore the RTS at line 460, assemble and try it from DOS. Type DOS from the EDIT prompt after you assemble to get to the DUP.SYS menu. I tried a directory from D2: and that worked fine. No real data on D2:, just the directory sectors from D1: that I had manually copied over.

Time to try a Format from DOS. This did not work.... In fact, it would hang the computer. Back to the drawing board.

Now, you have to realize that there is not much opportunity to interrogate the system if it hangs. Once you are forced to hit the RESET key, the SIO DCB and the IDE controller are reset or overwritten. Looking at them after RESET tells you nothing about their state when the computer locked up. For this, we need to make the driver leave an audit trail for us to follow. I did this by adding a little code wherever I needed it that would dump the state of the machine as it was running. For example, I dumped the IDE registers to location \$6000 with this code:

```
LDY  #$07
LPZ  LDA  $D1A0,Y
     STA  $6000,Y
     DEY
     BPL  LPZ
```

Whenever the machine locks up, I just hit RESET and then look in \$6000 with BUG. Sure enough, the IDE controller is sitting with \$D0 in every register. This indicates that the controller is indeed hung. The code that is waiting for the IDE to be not BUSY (line 890-910) is going to wait forever in this state. By altering the code a little:

```
LDY  #$0F
LPZ  LDA  $0300,Y
     STA  $6000,Y
     DEY
     BPL  LPZ
```

We can now see what was in the SIO DCB when we failed. It was a write to sector \$170. All we need to know is what special significance that has in the format sequence. Somehow the last operation has left the IDE controller hung - which will hang the computer when we attempt the next operation. Since all the commands seem to work manually - when run from DEBUG - what may be happening here? What is needed is a

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map of the SIO operations during a Format. So, time for more code:

```
*= $C95B
JSR $0600
*= $0600
LDA $0300
CMP #$31
BNE JMPTOSIO
LDA $0301
CMP #$02
BEQ STOREGS
JMPTOSIO
JMP $E971
STOREGS
LDY #$0F
LPO LDA $0300,Y
STA ($CE),Y
DEY
BPL LPO
CLC
LDA #$10
ADC $CE
STA $CE
LDA #$00
ADC $CF
STA $CF
JMP $E971
END
```

This code replaces the IDE code entirely. When you go to DOS, any SIO to D2: is recorded starting at location \$6000. Be careful here, it will overwrite upper memory if you go too far - no checks are made. This gives us a nice little map of the Format process:

```
$21 Format cmd
$50 Write sector $168
$50 Write sector $170 (hey, I
    didn't write this)
$50 Write sector $16F
$50 Write sector $16E
$50 Write sector $16D
$50 Write sector $16C
$50 Write sector $16B
$50 Write sector $16A
$50 Write sector $169
$50 Write sector $001
$50 Write sector $002
$50 Write sector $003
$52 Read sector $169
$52 Read sector $168
```

From this map it looks like the first time we try to write, we hang the IDE controller. Strange - it works if we manually execute the same SIO DCB from the cartridge.... Oh well, that's what makes this so much fun. More fun next month!

HEAR YE, HEAR YE

Next meeting is election time - the Club needs to select those members that it wants to lead the Club for the next year. Notice that I said LEAD, not run. The Club is run by all the members who volunteer for the active positions - things like Editor and Disk Chairman..... If we expect our officers to do all the work as well as lead the Club, we're not going to have a lot of volunteers! Now, you all probably know what I am going to say here - I want Jim Hood to be President! But, I don't want to saddle him with a lot of work. Jim is probably our most active member, uses a TT on a daily basis and knows more about Atari stuff than anyone in the Club. He has been working for us since the early days of the group and yet has never been President. He not only deserves to be President, but he may even do a good job! Help me convince him that the Club will support him in the coming year - our second decade. Make him our next President!

yore Prez....

**June Meeting will be a swap meet!
Bring all your Atari/electronic stuff
that's just collecting dust and
trade/sell it for something else to
lie around and collect dust....**

OUR 8-BIT DISKS

by Bob Scholar SLCC 8-bit Software Chairman

SLCC1106 - June 1993

General Comments

There are two .DOC files on this disk. One is in Word Processor format (CRs only at paragraph ends) & one is in "80" column format. The disk .DOC is in 37 column format- it's ready to be printed with PRINTSTAR.

D.O.M. Summary

There are nine main programs on this D.O.M. Five are Games; four are UTILities. Each category has 1 DEMO.

Contents - Disk #1106:

FRONT:-

Rubberball is a group of six files, (including a DOC) which DEMO the European clone of AIRBALL.
PMCURSOR.BAS- UTILITY; a "cursor construction set."
PRNTSCRN.EXE- UTILITY; screen dump.
FILEDEMO.COM- UTIL.; is a DEMO disk cat. program with many features.
ENHANCE.BAS- UTIL.- 13 enhancements to BASIC.

BACK:-

13 Auxiliary files for ENHANCE.BAS.
FILINF12.DOC for FILEDEMO.COM.
SHOGUN.BAS- Game; Sequel to "Seven Skulls" (on SLCC No.1006).
STARLANE.BAS- Game of interstellar stocks and bonds.
CLOUDHOP.OBJ (Cloudbopper)- arcade style Game written in ACTION!
MICRODNG.BAS DuNGeon Game/Simul'n.

Program Details

CLOUDHOP.OBJ- is a Game; written in ACTION! by Greg Knauss. It's from ANALOG #60 (5/88)- for one player and joystick. It loads from the Menu as a Binary file. The title screen shows banks of clouds, a black helicopter & a volcano at the bottom. Use SELECT to pick 1 of 5 levels. Use START or the J/S trigger to play,- with you at

the bottom of the screen. Press the trigger or push the J/S to bounce up. Your objective is to collect the gold bricks which float by attached to the balloons;- by touching the balloons!! Bricks closer to the flames are worth more; and points increase with level. The helicopter tries to push you into the volcano. When all the gold on a screen is collected, you will rocket out the top, and more appears. When you fall into the volcano, press the trigger to bounce back;- at the cost of one life! Your suit changes color from purple to blue to green when you fall in. After three lives you start over. If you collect more than 1,000 points, your suit turns black and you then have an extra life.

ENHANCE.BAS by Paul Alhart (from ANTIC 5/89), is a collection of BASIC routines without line Nos. (13) which can be executed in immediate mode- by typing ENTER "D:Filename". They must be on the disk to run. The functions are shown by their names. All are on the back of this disk. Note that:-

BINLOAD is for DOS 2 or 2.5 only!

ERROR.164 is not for DOS 2.5.

WRITEDOS writes DOS.SYS only.

Look up the article for more details.

FILEDEMO.COM & FILINF12.DOC are a DEMO version (& '80' col. DOC) of a shareware Disk Catalog Program with a limited capacity of 40 records, where the full Program (v 1.2) can have 623 records. The DOC is excellent! It's by Larry Richardson (AIM 6/92 disk).

MICRODNG.BAS by Jerry Olejarz is a maze Game,- from ANALOG #61 (6/88); - for one player with J/S. It has six levels, each with 6x6 dungeon rooms. You must free 10 prisoners by finding the right 10 keys. The upper half of the screen maps the level you are on. Scattered throughout the dungeon are: Throwing Stars; monsters; teleporter arrows; sneaky moving boulders; Keys; and magic potions. You can carry only

1 key and 7 stars at a time. To pick up anything you just touch it. To try a key, stand below the lock, and push up on the J/S. Highly recommended if you like LONG & TOUGH games!

PMCURSOR.BAS by Jerry White is a UTILITY from ANTIC (11/84). It can be used to create a cursor in any color, shape, or blink rate you choose. It's fairly self explanatory. To return to the regular ATARI cursor, POKE 752,0. For the custom cursor POKE, 752,1.

PRNTSCRN.EXE by Steve Derderian is an automatic text screen dump. It was in ANTIC (9/89). Copy it onto a disk and rename it AUTORUN.SYS. Then when you press [SHIFT][CONTROL][P] it will print out your text screen. It won't work on graphics! SLCC disk No. 0909 has a similar program (PS.COM).

RUBBERBA.COM is the file to load for a DEMO of the European commercial game RubberBall,- a clone of Airball. Load it without BASIC (DOS "L"). The DOC- RUBBERBA.TXT can be printed with a word-processor. (From AIM 2/93.)

SHOGUN.BAS (in ANTIC 5/89) is by Bernard Taylor. It's a sequel to the "Seven Skulls" (SLCC #1006). You and 6 samurai must rescue Lady Tanuki who is in a dungeon of Kyobu Di's castle- inside a maze which you must traverse by torchlight. Oil jars for the torch are yellow. There are land mines and trip wires. The trip wires warn Kyobu Di, who'll try to kill you by hurling a weapon. Each time you touch a land mine or are hit, you lose a man. Also there are chests, keys, & many hidden doors. You're given some options for game play. Joystick required! Enjoy!

STARLANE.BAS by Darin L. Delegal - from ANALOG #51 (2/87) is a Game of interstellar stocks and bonds for up to 4 players. You decide at the start how many turns to play, players, etc. You'll be prompted from there on.

=====
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and press [RETURN]. The system will prompt you for your information.
=====

Special Edition of Dateline
Atari!

May 7, 1993

Guest - Bob Brodie

Host - Lou Rocha

<[HOST] ST.LOU> Welcome to the
May edition of Dateline Atari! with
Bob Brodie, Director of
Communications for Atari Corp.
When last
we met Bob, we heard that the
Falcon030 had just arrived in
Sunnyvale and was about to undergo
Quality Assurance before
shipping to dealers. In the past weeks
we have seen messages of
'Falcon sightings' across the country
and we now await mass
shipments to the general public.
Tonight we hope to hear more news
about Falcon availability and about
developments in Falcon
software. On that night I would like to
welcome Bob and ask for
his opening comments. Bob, it's show
time!

<BOB-BRODIE> Welcome to the
May installment of Dateline: Atari!
Tonight, I don't have a general topic
to focus on, so I'd just
like to bring you up to date with some
of the things that have
been happening at Atari, and then I
will be happy to take your
questions on just about any topic.
Note carefully the words "just

about"! :) Shipments of Atari
Falcon030s continue in the US, and
we are pleased with the increasing
demand for the product. We
have seen a number of dealers that
used to carry the line contact
Atari and express their interest in
carrying the Atari Falcon030.
As in the past few months, the bulk of
the interest to date has
been from the music market. No
doubt this is keyed by the
extraordinary reviews that the Atari
Falcon030 continues to
receive in the music media. One of the
premier California music
magazines, BAM, has indicated that
they would like to do an entire
issue focusing on the capabilities of
the Atari Falcon030. We're
very encouraged by the growing
demand for the the product.

Here's the status on a few products
that we've discussed at great
length in previous versions of
Dateline: Atari: Atari Works,
SpeedoGDOS, and MultiTOS. Atari
Works is being installed on the
Atari Falcon030 here in Sunnyvale at
present. We will have this
product ready to ship to the
established user base in 6-8 weeks.
The manual is finalized, and we are
awaiting production of the
manual and the diskettes from the
factory in Taiwan. As we have
indicated in the past, Atari Works will
retail for \$129 US, and
will include SpeedoGDOS and 14

BitStream fonts. SpeedoGDOS ships
with the Atari Falcon030, but at
present the manual for SpeedoGDOS
is simply a photo-copied version of
the manual. We will have
"real" manuals in stock in 6-8 weeks,
and at that time we will
also be shipping SpeedoGDOS to the
established userbase. The cost
of SpeedoGDOS will be \$69 US,
including the 14 BitStream fonts. In
addition to Atari selling
SpeedoGDOS, we have made
arrangements
with Oregon Research and Compo
Software to license SpeedoGDOS
from
us. Oregon Research will ship
SpeedoGDOS for their customers
using
True Paint. Compo Software has
licensed additional fonts from
BitStream for them to sell to our
users. Be sure to check in the
ST RT Library here on GENie for the
official press releases from
both of these companies. At the time
of this writing, I am not
certain what the pricing will be.

MultiTOS is shipping with Atari
Falcon030s, and shares the same
type of photo-copied manual as
SpeedoGDOS has. As we have
previously indicated, MultiTOS will
be available for the
established user base. The cost of
MultiTOS is \$59 US, and is
expected to be available in 6-8 weeks
as well.

We will be accepting orders from our dealers on these products in about a month, so please be sure to let them know at that point in time if you're interested in purchasing these products. At this point in time, I would like to say a special thank you to one of our stalwart contributors to Atari Explorer Online, Andreas Barbiero. Andreas is being shipped out to Japan for a prolonged stay (six months I believe) and will be sorely missed by all of us here in Sunnyvale. I've come to admire his work, both as a writer, and as something of a fill in online representative for me over on Delphi. He's here tonight, using the AEO.2 account on GEnie. I'd just like to say thanks for all of your hard work, Andreas. We'll miss you, and hope you get home soon. Some. With that, I'm ready to take any questions from the floor Lou.

<[Host] ST.LOU> Our first question is from David Fairweather.

<[David] FAIRWEATHER> I live in California I'd like to buy a package of Falcon, Multisync Monitor and custom hard drive from Toad Computers back east. Will Atari's dealer agt. prevent this?

<BOB-BRODIE> Yes it will, David. We do not allow our dealers to mail order unless it is to remote areas or where there is no dealer in the area. In California, we

have a number of dealers.

There is no reason that I can understand for you to have to order a system from Maryland.

<[David] FAIRWEATHER> When will Falcon's be available for sale in California?

<BOB-BRODIE> They will be available for sale in California at the same point in time that they are in Maryland, unless TOAD has decided that rather than keep their demo units as demos, they want to sell them right away. We would not approve for them to sell all the way to California...there are other dealers here closer to you that can service your needs without you having to send all the way across the country for a computer.

<[David] FAIRWEATHER> Two reasons. California has 8.5% sales tax and Toad makes custom drives and monitors. When do you expect Falcons to hit the streets?

<BOB-BRODIE> You are welcome to purchase your hard drives or monitors from Toad...but we have been very clear with them that they, as well as any other dealer, are not to mail order out of their area. If we find that there are violations, the dealer runs the risk of having his dealership revoked. Garry Tramiel is VERY firm on this. In fact, he actually saw an ad for Toad Computers asking people to call for their

Falcon...so he did!! <grin> When they asked him what his name was, he didn't lie either! He said "My name is Garry Tramiel." They said "Right...what's your real name and Garry replied that it was really him. They indicated that they wouldn't sell him a computer, but would be happy to take his order for a monitor or a hard drive. :) The next shipment of Falcons is on the way here via boat at this time...I checked with our factory rep just before the CO began and he indicated that they are about 10 calendar days away.

<BRIAN.H> Hi Bob. I know you are working real hard to make the FALCON a success. Therefore, please don't take this personal: What is happening with the Canadian Dealer Agreement? We have a local owner, RGB, who want to sell ATARIs but need an agreement in order to become a dealer. Can Canadians order Falcons from the USA since there is none in our area?

<BOB-BRODIE> Brian, we've already sent out the agreement to the dealers in Canada, and in fact have gotten a number of them back. I thought that RGB would have gotten their's for certain...unless the lead sheet got misplaced. If I can prevail on you just one more time in email to have you send me his info, I'll personally see that it goes out on Monday. And no, we do not want US dealers selling into Canada.

<BRIAN.H> Thanks Bob. Rob at RBG hasn't got his yet. I will do right away. How long will it take to get the agreement?

<BOB-BRODIE> Unless our mailman owns stock in Apple, I would think that it should only take about seven days to have snail mail go to Nova Scotia, Brian.

<S.KIEPE> Bob, can you explain the reasoning behind not letting authorized Atari dealers sell falcons at the CT Atarifest, especially as there are no Connecticut dealers? If dealers can't do it, how about Atari direct sales to no-dealer zones?

<BOB-BRODIE> Steve, the reasoning was because the dealer going to the CT show was a North Carolina dealer. There are other dealers that are much closer to that venue, for instance in NYC that are going to or ARE carrying the Falcon. They should be the ones that are selling into that area. And while I appreciate your suggestion about Atari doing direct sales into no-dealer zones, I'd really prefer to have all the sales go through our dealers as much as possible. We will be watching for repeat requests for mail order shipments into a specific area, and if we see a good demand for that area, then we will attempt to set up a dealer there. I'd

prefer that direct selling by Atari be done only as a last resort at this point in time.

<MIKE-ALLEN> Bob - I understand that you want to protect your dealers, but this mail order thing is a little silly given the almost ALL of NA is remote to Atari dealers. I was really disappointed to read Sheldon's post in re the CT fest. Comment?

<BOB-BRODIE> I'm disappointed that he won't be attending the show either, Mike. I think that's unfortunate. However, we have to start helping our dealers that we're bringing on board by helping them make the most of the opportunities that are in their back yard as well. I think that there are a lot of other things that Sheldon could be selling at the CT Show, but respect him very much... I'm not going to debate his decision. Suffice it to say that he has been at other shows in the past where there have been other dealers, and developers. He's a great guy and he'll always do well. The CT Show is a great place for someone like Sam Ash, or Manny's to come to. We've also had inquiries from another potential dealer that is in East Hartford...right in CT.

<[Chris] C.OATES2> Hello, Bob. Being a Bay Area, the news about the possible BAM Issue is great! BAM, being a free magazine, gets a lot of exposure. When should I start

keeping my eye out for the Falcon issue, if it happens?

<BOB-BRODIE> Hi Chris, the feature article on the Falcon030 is something that I just heard about from James Grunke today. I'm afraid that I don't have a firm schedule just yet. James had indicated that it would probably appear in the September issue or so.

<[The King] JOHN.KING.T> Bob, I was wondering if you could clear up some of the rumors that have been spread regarding the Atari "clone?"

<BOB-BRODIE> Hi John...boy there really has been a lot of discussion about this topic. Most of it seems to be centered over in the Atari Forums on CompuServe, run by Ron Luks. Frankly, I'm stumped by all the controversy! I had written a very brief informative piece for Atari Explorer Online in our last issue about this, and Ron Luks responded by saying he was "Speechless". He didn't stay that way very long! :) Anyway, I had previously discussed this project with the designer of the hardware, Jim Allen, and yesterday the treasurer of the company was here in Sunnyvale, along with their software engineer. I had lunch with the treasurer, and he's really surprised at all the furor about this, too. Lost in the shuffle is the fact that this system will

not support ANY of the standard ST video resolutions....it will only run VGA. That will wipe out huge chunks of the software library for the machine simply because so many programs assume that ST video is available to use for the program. The company is very clear about what their intention is/was. They are discussing building a unit that is aimed at a vertical niche market, specifically doing a touch screen technology for restaurants that will be networked, and control a entire point of sale, inventory tracking, etc type of activities. There are NO PLANS to sell this as a general purpose CPU to compete against us. I wish them well with their efforts. It certainly isn't the first VAR to use the Atari platform as a launch pad for their own custom hardware, and I hope that it won't be the last. On a slightly different note, I'd like to express my thanks and admiration to Darlah, and the rest of the sysops of the Atari RTs for keeping such an even keel on a topic that became so controversial so quickly. I hope someone sends a capture of how it was handled here to Ron Luks.

<[Pat Forister] P.FORISTER> Do you expect enough Falcons to satisfy the amount of initial orders 10 days from now, I don't know how much longer I can wait. Also, I want a picture perfect 640-480 @256 color desktop what monitor do I buy? Will it be

interlace???

<BOB-BRODIE> Pat, yes I think we'll be able to satisfy most of the backorders. At least the ones that we have TODAY. Monday might bring a different story. :) What is the application that you will be using your Atari Falcon030 for? From the rez that you're describing, I'm inclined to say get a good quality VGA.

<[John] JKUEHN> Bob, what happened to the CD-ROM (.XFS) drivers that Bill Rehbock was going to upload (a week or so) after the 3 April RTC here? Several CD-ROM users here in the DC area are anxiously awaiting the arrival of the drivers.

<BOB-BRODIE> John, I just stuck my head out of the office to look for Bill... but he's not around right now for me to ask. I am aware that there are a number of enhancements under consideration for the drivers, but if he said that he was going to upload them, I don't know why he hasn't done it. I'd suggest that you send him a note in e-mail at B.REHBOCK and ask him. It's his baby!

<[Yat@Lexicor] Y.SIU> Thanks, 1st. After CeBIT there has been the rumour that Atari will cancel the annual Duesseldorf Show...if that is true, why considering that this is one of the most important Atari shows in Europe and

will cause great resentment.

<BOB-BRODIE> I understand that the Duesseldorf Show has been cancelled. The rationale was that rather than do an Atari only show, the management was looking to participate in a much larger multi platform show in Berlin.

<[Yat@Lexicor] Y.SIU> And secondly: Will there be someone to fill the obvious leadership gap in Germany? And how will Atari regain the many lost German users?

<BOB-BRODIE> Right now we have leadership in Germany. I really don't know what you mean about the "obvious" gap. We expect to regain the users in Germany the same way that we will regain users here by shipping a quality product with applications that will fit their needs, and give them a reason to choose Atari over another computer company.

<S.KIEPE> Bob, can you give us an expected quantity of Falcon's in the first shipment, 5, 50, 5000? - and I'm only interested in how many are destined for retail sale! #2, back to the CT fest - It appears that there are NO Atari hardware dealers intending to come to the show (Falcon types) so Atari has shut off the market, any chance of a reconsideration?

<BOB-BRODIE> Sorry, Steve. We will not give out numbers. I spoke

briefly with Brian Gockley today, and he is aware of our position.

I recommended to him that he contact Manny's and Sam Ash and I will be contacting a lead that we have for a Hartford dealer on Monday to see what we can do about getting him onboard quickly so he can participate in the show. Again, this really isn't as new a policy as you might think ... the Glendale Show for YEARS has had a policy that prohibits dealers from out of the area from coming to the show to sell hardware. They have always allowed them to come and sell software, and a couple of Northern California dealers discussed coming down to sell their eight bit products at Glendale. But they have never allowed ST type product sales by out of area dealers.

<[Jason] J.BRUNKEN> Bob, You have repeatedly mentioned new dealers on both coasts. How's the dealer outlook for those of us who live in the heartland? (Iowa's Great... Not!) 2nd, Can you tell us anything new on the Jaguar?

<BOB-BRODIE> Funny you would mention Iowa, I sent out a dealer application just yesterday to a prospect in Iowa. We don't have a rep that is working that area for us yet, so that is a "hole" that we have in the map that we need to work on. Re the Jaguar, not yet...sorry. Oops, Hey Jason... Just checked the dealer list:

Mason City Music, in Mason City. 515-423-2277 is their phone number.

<[Die/!\Hard] D.VICHA> Bob, the IAAD report about software piracy, mentioned that TOS 1.4 and AW were listed ... is Atari planning any action or assisting the IAAD in prosecuting the pirates?

<BOB-BRODIE> Yes, I have already spoken with our corporate counsel about this situation, and he is investigating the best way for us to proceed with this. Obviously, we have been damaged by the pirates, and we will strive to preserve our rights, as well as our partners in the IAAD's rights. Portions of the investigation to determine the real names of the operators of these BBS has already been done. We will be pursuing them.

<[Die/!\Hard] D.VICHA> Has anyone in Sunnyvale called Ed & Carol at Software Plus in Chicago. They've been longtime Atari dealers and they've been ignored?

<BOB-BRODIE> Software Plus was sent a dealer app. If they haven't gotten it, please ask them to fax me at 408-745-2088, or if you wouldn't mind, send me email on them and I will be happy to send them out an application.

<[David] FAIRWEATHER> Does the dealer agt. also prevent selling Falcons for less than MSRP? Or from

advertising discounted prices? Goodman Music is advertising \$999 Falcons but they are talking about 4 megs no HD. Will that config be in the 1st shipment?

<BOB-BRODIE> David, we consider the dealer agreement to be a confidential document, so I really don't want to get too far into a discussion about it. However in answering your questions this one time, Goodman's pricing is correct for a 4 meg Falcon with no HD. And I'm not sure if that is in the next shipment, my guess would be that we're still getting just the 4/65s in the next shipment.

<[Yat@Lexicor] Y.SIU> Mr.Brodie, what will Atari do about the Scandinavian, specifically Swedish, market, I understand that the Falcon is retailing there for 16000 SK...that is nearly 2800 USD! And secondly will Atari bundle any graphics software with the Falcon?

<BOB-BRODIE> Yat, I'm not 100% up to speed on the plans for Sweden. I'm an employee of Atari US, not corporate. However, the last that I recall hearing we were setting up a distributor in Sweden to sell our products for us there. I honestly do not track the prices of our products. I find that North America keeps me quite busy all by itself. Re the graphics bundle, we're always open to proposals from our

developers, and certainly the dealers and distributors are welcome to bundle as well. However at this time, we're quite comfortable with the Falcon shipping with the software that it is....Atari Works, MultiTOS, SpeedoGDOS, etc.

<A.RIDLEY1> First what is the situation in Canada, will Canadian dealers be getting new Falcons or has Atari decided to stick with US dealers?

<BOB-BRODIE> We just sent out the dealer agreement to Canadian dealers about two weeks ago, and we have already gotten a number of them back. as I indicated earlier in the CO to Brian. So, no... we're not "sticking with US dealers". I bet the US dealers would have a another term for that. :) Dealers that we've already heard from include MicroVision in BC, Long & McQuade, Falcon Systems The dealers will get their machines in the sequence that we are able to sign them up. If an established dealer hasn't returned his paper work for his Falcon dealership, he will not get the product. There are sweeping changes to the Terms and Conditions of the agreement, and we must be sure that the current dealers agree to the new terms and conditions prior to them accepting the product.

<MIKE-ALLEN> I heard that due to problems with D2D that it isn't shipping with the Falcon.

true/false/comment? Also when will Atari post a list of 'official' dealers? or will they?

<BOB-BRODIE> True, D2D is not shipping today. We are getting updates from them on a daily basis, and will ship D2D to everyone as soon as we have a version in hand that is satisfactory. No, we will not post our dealer list. If you have a question about where to purchase our products, tell us where you are, and we'll be happy to refer you to a dealer. The mail order thing has almost been amusing a few times, Mike. We had a dealer here in California ask if they could sell a Falcon to a customer in Australia!!! BTW, there is a dealer in New Mexico now...Grandma's Music. in Albuquerque.

<[Jeff] J.WHITE99> Naturally, Bob, we here in SoCal have a large focus on the musical applications of the F030 but there appears to be a strong interest out there in its multimedia potential as well. Are there any developers about to release products that can e discussed that fill the non-music side of the platform?

<BOB-BRODIE> Jeff, Lexicor is working on a comprehensive suite of products that will serve many of the needs of the multimedia platform. We published a document entitled an Atari Perspective on Personal Integrated Media that I can send to you that will outline

many of the applications that we felt back around COMDEX were key to MultiMedia. Naturally, there are more today. Just this afternoon, Bill Rehbock was visited by a developer with "Apple Roots" that does Morphing software. He's intersted in trying out an Atari Falcon030 as well. :)

<[Jeff] J.WHITE99> What kind of support is Atari giving a company like Lexicor who has a long history o developing products to elevate the standard of the platform and it's interactivity with others? What else besides Lexicor?

<BOB-BRODIE> Jeff, we enjoy a excellent ongoing dialog with Lexicor, and the other products might take a while to list tonight. For example, COMPO is working on a video titler package, another product called In Shape that is a direct competitor to Lexicor's Chronos/Phoenix, Digital Arts has a whole slew of stuff, like DA's Vektor which is in stock at Pacific Software TODAY BTW.

<[Go Spurs!] C.CASSADAY> Bob, can you clarify the word on mail-order to non-dealer supported areas? The individual who you spoke to in San Antonio is having second thoughts about opening up his store. Do you have signed dealer agreements from anyone else in Texas? Where can we buy Falcon's if there are no other Texas dealers, and no places like Computer

STudio, or TOAD to mail-order them from?

<BOB-BRODIE> Chris, we HAVE opened a dealer in San Antonio...it is Hermes Trading Co, Inc. There are located at 4100 San Pedro in San Antonio, and they're phone number is 210-734-5898.

<[Yat@Lexicor] Y.SIU> What is the status for a proper TT upgrade such as a Falcon040 with external case and keyboard and how is the deal with Brainstorm going (ref:mpeg player) as this is important for a Multimedia market...thanks.

<BOB-BRODIE> Yat, we're firing up the factory lines again to build proper TTs rather than a "proper TT upgrade". At CeBIT, a number of third party company's showcased Falcon Towers, it really isn't a big deal to have that done. I have indicated in the past that we are working on an 040, but that is all that I have to say about that project. I will not give out prospective specifications or other info on that tonight. Sorry.

<[James] J.VOGH> Can SPeedoGDOS support postscript and any dealers in Oklahoma?

<BOB-BRODIE> Speedo does not do PostScript at this point in time, sorry. Re the dealers in Oklahoma, Norman Music Center, in Norman OK 405-321-8300

<[John B.] J.BRENNER1> Hi Bob, my dealer sent in his dealer agreement as soon as he received it. Will orders be filled on a first come first serve basis. When will Canadian suggested retail be announced. Re/Lexicor, I think the package is called NO COMMENT(grin)

<BOB-BRODIE> John, Yes, orders will be basically on first come, first serve. If there are other issues that come up, like account problems those will have to be resolved as well before we will ship. If you're commenting about the question re BrainStorm, anyone that is a developer that is interested in doing JPEG/MPEG thingys should be talking with Bill Rehbock, preferably in email here on GENie at his address of B.REHBOCK.

<S.KIEPE> Can you come up with a dealership in San Diego, CA (the 6th largest city in the US) and #2, how is Atari going to regain Lynx dealers - they've all but disappeared.

<BOB-BRODIE> Computer Plus in San Diego is in discussions with us now. Garry Trameil is on the road visiting some of the major retailers even as we speak discussing the Lynx situation with them. And we have also opened up an 800 line to serve our Lynx customers who cannot find a local dealer near them: 800-221-EDGE

<[Host] ST.LOU> Bob, our final question comes from Bruce Welsch, organizer of the KC Fest.

<[BRUCE] B.WELSCH> Hi Bob, Hope you will make the Kansas City Show and talk to Attendees, also my local dealer asked me to ask you to call him about his demo machine ;-) I HOPE THAT ATARI WOULD HAVE A PRESENCE.

<BOB-BRODIE> Bruce, thank you for the invitation. I will certainly give it due consideration. And I will be certain to call your dealer on Monday to discuss his unit with him. Thanks for relaying that along to me.

<[Host] ST.LOU> Bob, all the inquiries about dealers, agreements and mailorder would seem to be a sign of swelling interest among real purchasers! I would like to wish you and Atari well in meeting this demand. :-) Thanks for coming tonight.

<BOB-BRODIE> Thank you, Lou. As always, it has been a pleasure to meet with our many supporters here on our *Official* Online Home: GENie! I've enjoyed this relatively brief Dateline:Atari! tonight, and thank everyone for coming out to share this time with us. Goodnight! -

MORAN'S MINUTES

The meeting was called to order at 8.05 PM by President Bob Woolley. (By Woolley standards this is extremely good. He should be highly praised, petted or fed a goody to encourage such punctuality in the future) All other Officers were present and reasonably sober.

Head raffle cheat Jim Hood at this point did several things. First he gave himself a 30 minute speech accepting his nomination to President. (Whoever did that must be demented) Secondly he alerted the membership to the many shipping containers in the A7ARI parking lot in Sunnyvale. By his calculations this means one of two things - A7ARI has finally received a shipment of the long awaited Falcon 68030 computers or A7ARI is going to move out of town in the middle of the night. (After much discussion of this point the vote was pretty well split as to which would happen.)

After all this BS by Hood the truth of the situation was that he forgot to bring the computer to the meeting.

The President next opened the meeting for additional nominations to next months Officers election. Nominated for President, Robbie Bridges. For Vice President, Peter Chen. Someone nobody ever heard of named Bobbie Bridges resigned from the VP nomination he received last month.

As it now stands the following nominations have been made. For, President Bob Woolley - Jim Hood - and Robbie Bridges. For VP, Peter Chen. For Treasurer, Glenn Fowler. For Secretary,

Jim Moran. In general a pretty sorry slate of nominee's. Fortunately there is still time for you to nominate some good guy's before the election at the June meeting.

The good news of the year is that the long awaited ST disks from ATM Magazine have finally been received which means Glenn will now start making up floppy's for the monthly meetings and writing them up for the Journal.

During the question and answer portion of the meeting some problems were brought up and discussed about hooking up to the Key System BBS with a 2400 baud modem. It was recommended that anyone having such a problem should contact Sysop Mike Sawley. Mike in his many years as Sysop for the Key System has the Knowledge to correct most any modem or BBS problem.

President Woolley using his dictatorial powers announced the June meeting would be a swap meet. So collect all your computer related junk and show up for the June meeting. Hopefully you will be able to sell your junk and buy someone else's, that should make your family happy.

The rest of the evening was taken up with discussion of what we should do at our meetings and what the Journal should contain.

After a short and crooked raffle, during which the Prez demonstrated the 8 Bit floppy, we all decided we had enough and adjourned the meeting.

Minutes invented by - Jim Moran

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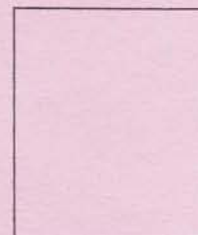
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